

IN THE CLAIMS

Please amend the claims as follows:

1. (Previously Presented) A method for providing an event management service in a gaming network including gaming machines, the method comprising:

 sending service information for the event management service from the event management service to a discovery agent on the gaming network, wherein the event management service logs and provides persistent storage for event data received from a plurality of gaming machines on the gaming network, wherein in response to a wager at a gaming machine of the plurality of gaming machines the gaming machine depicts indicia representative of a randomly selected outcome of a wagering game;

 determining by the discovery agent if the event management service is authentic and authorized;

 in response to determining that the event management service is authentic and authorized, publishing service information to a service repository to make the event management service available on the gaming network;

 receiving by the discovery agent a discovery request for the location of the event management service from the gaming machine;

 returning the service information for the event management service to the gaming machine;

 using the service information for the event management service to register the gaming machine with the event management service;

 verifying that the gaming machine is authorized to utilize the event management service; and

 processing one or more service requests between the gaming machine and event management service, said service requests conforming to an internetworking protocol, wherein event data from the gaming machine is stored with the event management service.

2. (Original) The method of claim 1, wherein the event management service comprises a web service.
3. (Original) The method of claim 2, wherein the service request is formatted according to a service description language.
4. (Original) The method of claim 3, wherein the service description language is a Web Services Description Language (WSDL).
5. (Original) The method of claim 2, wherein the event management service is registered in a UDDI registry.
- 6-7. (Canceled)
8. (Previously Presented) The method of claim 1, wherein the service request comprises a request by the gaming machine to report an event to the event management service.
9. (Original) The method of claim 8 and further comprising storing the event in a persistent storage.
10. (Previously Presented) The method of claim 1, wherein the service request comprises a request by the gaming machine to query the event management service for an event.
11. (Previously Presented) A gaming network system providing an event management service, the gaming network system comprising:
 - a plurality of gaming machines communicably coupled to the gaming network system, wherein in response to a wager at a gaming machine of the plurality of gaming machines the gaming machine depicts indicia representative of a randomly selected outcome of a wagering game; and
 - an event management service communicably coupled to the gaming network system and

operable to log and provide persistent storage for event data received from the plurality of gaming machines on the gaming network;

 a discovery agent communicably coupled to the gaming network, wherein the discovery agent is operable to:

 receive service information from the event management service,

 determine if the event management service is authentic and authorized for the gaming network, and

 publish the service information to a service repository to make the event management service available on the gaming network;

 wherein at least one gaming machine of the plurality of gaming machines communicably coupled to the gaming network is operable to issue a request for the location of the event management service to the discovery agent and use the service information received from the discovery agent to issue a registration request to the event management service; and

 wherein the event management service is further operable to

 receive the registration request from the at least one gaming machine;

 verify that the at least one gaming machine is authorized to utilize the event management service, and

 process one or more service requests between the at least one gaming machine and the event management service, said service requests conforming to an internetworking protocol.

12. (Original) The gaming network system of claim 11, wherein the event management service comprises a web service.

13. (Original) The gaming network system of claim 12, wherein the service request is formatted according to a service description language.

14. (Original) The gaming network system of claim 13, wherein the service description language is a Web Services Description Language (WSDL).

15. (Original) The gaming network system of claim 11, wherein the event management service is registered in a UDDI registry.

16-17. (Canceled)

18. (Previously Presented) The gaming network system of claim 11, wherein the service request comprises a request by the at least one gaming machine to report an event to the event management service.

19. (Original) The gaming network system of claim 18 and further comprising storing the event in a persistent storage.

20. (Previously Presented) The gaming network system of claim 11, wherein the service request comprises a request by the at least one gaming machine to query the event management service for an event.